

Engi's

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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## Chapter 2

# Class Index

### 2.1 Class List

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## Chapter 3

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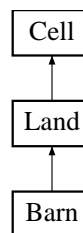
## Chapter 4

# Class Documentation

### 4.1 Barn Class Reference

```
#include <Barn.h>
```

Inheritance diagram for Barn:



#### Public Member Functions

- **Category** getCategory () const

#### Static Private Attributes

- static constexpr **Category** category { **BARN**}

#### 4.1.1 Member Function Documentation

##### 4.1.1.1 getCategory()

```
Category Barn::getCategory ( ) const [virtual]
```

Return kategori dari objek ini

Implements **Cell** (p. 13).

## 4.1.2 Member Data Documentation

### 4.1.2.1 category

```
constexpr Category Barn::category { BARN} [static], [private]
```

Menandakan bahwa land bertipe **Barn** (p. 7)

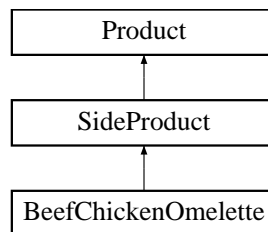
The documentation for this class was generated from the following file:

- **Barn.h**

## 4.2 BeefChickenOmelette Class Reference

```
#include <BeefChickenOmelette.h>
```

Inheritance diagram for BeefChickenOmelette:



### Public Member Functions

- **BeefChickenOmelette** ()
- int **getPrice** () const
- **Category** **getCategory** () const

### Static Public Member Functions

- static **LinkedList**< **Product** \* > & **getRecipe** ()

### Static Private Attributes

- static constexpr int **price** {250000}
- static constexpr **Category** **category** { **BEEFCHICKENOMELETTE**}
- static **LinkedList**< **Product** \* > **recipe**

### 4.2.1 Constructor & Destructor Documentation

#### 4.2.1.1 BeefChickenOmelette()

```
BeefChickenOmelette::BeefChickenOmelette ( )
```

Constructor untuk inialisasi recipe

### 4.2.2 Member Function Documentation

#### 4.2.2.1 getCategory()

```
Category BeefChickenOmelette::getCategory ( ) const [virtual]
```

Mengembalikan category dari produk

Implements **Product** (p.66).

#### 4.2.2.2 getPrice()

```
int BeefChickenOmelette::getPrice ( ) const [virtual]
```

getPrice mengembalikan harga yang didefinisikan

Implements **Product** (p.66).

#### 4.2.2.3 getRecipe()

```
static LinkedList< Product*>& BeefChickenOmelette::getRecipe ( ) [static]
```

Mengembalikan resep dari produk

### 4.2.3 Member Data Documentation

#### 4.2.3.1 category

```
constexpr Category BeefChickenOmelette::category { BEEFCHICKENOMELETTE} [static], [private]
```

Kategori dari **BeefChickenOmelette** (p.8)

#### 4.2.3.2 price

```
constexpr int BeefChickenOmelette::price {250000} [static], [private]
```

Harga dari **BeefChickenOmelette** (p. 8)

#### 4.2.3.3 recipe

```
LinkedList< Product*> BeefChickenOmelette::recipe [static], [private]
```

Resep **BeefChickenOmelette** (p. 8). Terdiri dari **CowMeat** (p. 23) dan **ChickenEgg** (p. 17).

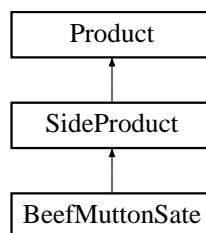
The documentation for this class was generated from the following file:

- **BeefChickenOmelette.h**

### 4.3 BeefMuttonSate Class Reference

```
#include <BeefMuttonSate.h>
```

Inheritance diagram for BeefMuttonSate:



#### Public Member Functions

- **BeefMuttonSate** ()
- int **getPrice** () const
- **Category** **getCategory** () const

#### Static Public Member Functions

- static **LinkedList**< **Product** \* > & **getRecipe** ()

#### Static Private Attributes

- static const int **price** {404000}
- static constexpr **Category** **category** { **BEEFMUTONSATE**}
- static **LinkedList**< **Product** \* > **recipe**



### 4.3.1 Constructor & Destructor Documentation

#### 4.3.1.1 BeefMuttonSate()

```
BeefMuttonSate::BeefMuttonSate ( )
```

Constructor untuk inisialisasi recipe

### 4.3.2 Member Function Documentation

#### 4.3.2.1 getCategory()

```
Category BeefMuttonSate::getCategory ( ) const [virtual]
```

Mengembalikan category dari produk

Implements **Product** (p. 66).

#### 4.3.2.2 getPrice()

```
int BeefMuttonSate::getPrice ( ) const [virtual]
```

getPrice mengembalikan harga yang didefinisikan

Implements **Product** (p. 66).

#### 4.3.2.3 getRecipe()

```
static LinkedList< Product*>& BeefMuttonSate::getRecipe ( ) [static]
```

Mengembalikan resep dari produk

### 4.3.3 Member Data Documentation

#### 4.3.3.1 category

```
constexpr Category BeefMuttonSate::category { BEEFMUTTONSATE} [static], [private]
```

Kategori dari **BeefMuttonSate** (p. 10)

#### 4.3.3.2 price

```
const int BeefMuttonSate::price {404000} [static], [private]
```

Harga dari **BeefMuttonSate** (p. 10)

#### 4.3.3.3 recipe

```
LinkedList< Product*> BeefMuttonSate::recipe [static], [private]
```

Resep **BeefMuttonSate** (p. 10). Terdiri dari **CowMeat** (p. 23) dan **SheepMeat** (p. 68).

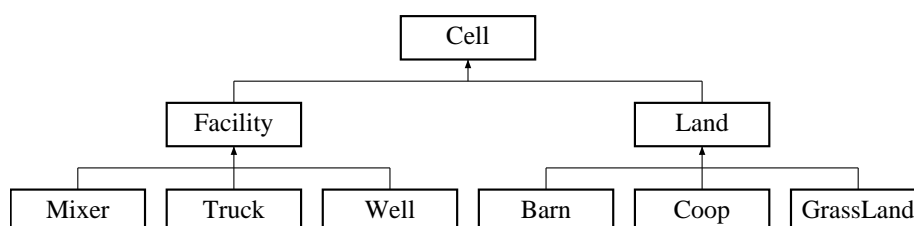
The documentation for this class was generated from the following file:

- **BeefMuttonSate.h**

## 4.4 Cell Class Reference

```
#include <Cell.h>
```

Inheritance diagram for Cell:



### Public Member Functions

- virtual **~Cell** ()=0
- virtual bool **isFacility** () const =0
- virtual **Category** **getCategory** () const =0
- bool **getIsOccupied** ()
- void **setIsOccupied** (bool)
- virtual void **growGrass** ()
- virtual void **removeGrass** ()
- virtual bool **isGrassExist** () const =0

## Private Attributes

- bool **isOccupied** {false}

## 4.4.1 Constructor & Destructor Documentation

### 4.4.1.1 ~Cell()

```
virtual Cell::~~Cell ( ) [pure virtual]
```

dtor untuk **Cell** (p. 12)

## 4.4.2 Member Function Documentation

### 4.4.2.1 getCategory()

```
virtual Category Cell::getCategory ( ) const [pure virtual]
```

Return kategori dari objek kategori

Implemented in **Barn** (p. 7), **Coop** (p. 20), **GrassLand** (p. 37), **Mixer** (p. 57), **Truck** (p. 72), and **Well** (p. 73).

### 4.4.2.2 getIsOccupied()

```
bool Cell::getIsOccupied ( )
```

Mengambil nilai boolean isOccupied

### 4.4.2.3 growGrass()

```
virtual void Cell::growGrass ( ) [virtual]
```

Menambah air pada cell. Jika bertipe **Land** (p. 41) akan menumbuhkan rumput. Jika tidak, tidak akan berefek apa-apa.

Reimplemented in **Land** (p. 42).

#### 4.4.2.4 isFacility()

```
virtual bool Cell::isFacility ( ) const [pure virtual]
```

Return true jika objek adalah **Facility** (p. 31)

Implemented in **Facility** (p. 32), and **Land** (p. 42).

#### 4.4.2.5 isGrassExist()

```
virtual bool Cell::isGrassExist ( ) const [pure virtual]
```

Mengembalikan keberadaan grass jika **Cell** (p. 12) bertipe **Land** (p. 41)

Implemented in **Land** (p. 42), and **Facility** (p. 32).

#### 4.4.2.6 removeGrass()

```
virtual void Cell::removeGrass ( ) [virtual]
```

Reimplemented in **Land** (p. 42).

#### 4.4.2.7 setIsOccupied()

```
void Cell::setIsOccupied (
    bool )
```

Mengganti nilai boolean isOccupied

### 4.4.3 Member Data Documentation

#### 4.4.3.1 isOccupied

```
bool Cell::isOccupied {false} [private]
```

Flag yang menandakan cell ditempati oleh sesuatu (Player/FarmAnimal/Facility) atau tidak. True bila cell sedang ditempati oleh sesuatu.

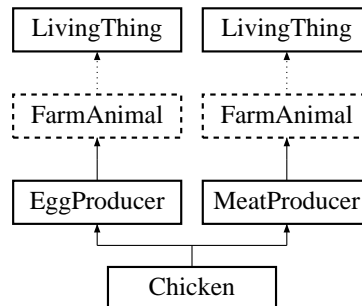
The documentation for this class was generated from the following file:

- **Cell.h**

## 4.5 Chicken Class Reference

```
#include <Chicken.h>
```

Inheritance diagram for Chicken:



### Public Member Functions

- **Chicken** ( **Point** position, **Cell** \*\*\*& worldMap, int nRowCell, int nColumnCell)
- **FarmProduct** \* **ProduceProduct** ( **Action**) const
- std::string **makeNoise** () const

### Private Member Functions

- virtual bool **canMoveTo** ( **Cell** toWhere) const

### Static Private Attributes

- static constexpr int **maxTimeToGetHungryChicken** {15}

### 4.5.1 Constructor & Destructor Documentation

#### 4.5.1.1 Chicken()

```

Chicken::Chicken (
    Point position,
    Cell ***& worldMap,
    int nRowCell,
    int nColumnCell )

```

Constructor

### 4.5.2 Member Function Documentation

#### 4.5.2.1 canMoveTo()

```
virtual bool Chicken::canMoveTo (
    Cell toWhere ) const [private], [virtual]
```

Mengecek apakah bisa pindah (tidak out of bound, bertipe **Coop** (p. 20) atau **GrassLand** (p. 37), tidak ada hewan lain)

Reimplemented from **EggProducer** (p. 30).

#### 4.5.2.2 makeNoise()

```
std::string Chicken::makeNoise ( ) const [virtual]
```

Mengembalikan suara dari **Chicken** (p. 15)

Implements **FarmAnimal** (p. 34).

#### 4.5.2.3 ProduceProduct()

```
FarmProduct* Chicken::ProduceProduct (
    Action ) const
```

Mengembalikan FarmProduk yang akan dihasilkan **Chicken** (p. 15) bila **Chicken** (p. 15) di kill

### 4.5.3 Member Data Documentation

#### 4.5.3.1 maxTimeToGetHungryChicken

```
constexpr int Chicken::maxTimeToGetHungryChicken {15} [static], [private]
```

Nilai dari maxTimeToGetHungry

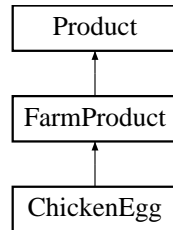
The documentation for this class was generated from the following file:

- **Chicken.h**

## 4.6 ChickenEgg Class Reference

```
#include <ChickenEgg.h>
```

Inheritance diagram for ChickenEgg:



### Public Member Functions

- int **getPrice** () const
- **Category** **getCategory** () const

### Static Private Attributes

- static const int **price** {2000}
- static constexpr **Category** **category** { **CHICKENEgg**}

### 4.6.1 Member Function Documentation

#### 4.6.1.1 getCategory()

```
Category ChickenEgg::getCategory ( ) const [virtual]
```

Mengembalikan category dari produk

Implements **Product** (p. 66).

#### 4.6.1.2 getPrice()

```
int ChickenEgg::getPrice ( ) const [virtual]
```

getPrice mengembalikan harga yang didefinisikan

Implements **Product** (p. 66).

## 4.6.2 Member Data Documentation

### 4.6.2.1 category

```
constexpr Category ChickenEgg::category { CHICKENEGG} [static], [private]
```

Kategori **ChickenEgg** (p. 17)

### 4.6.2.2 price

```
const int ChickenEgg::price {2000} [static], [private]
```

Harga dari **ChickenEgg** (p. 17)

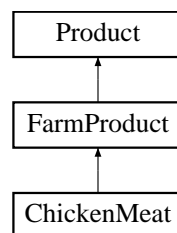
The documentation for this class was generated from the following file:

- **ChickenEgg.h**

## 4.7 ChickenMeat Class Reference

```
#include <ChickenMeat.h>
```

Inheritance diagram for ChickenMeat:



### Public Member Functions

- int **getPrice** () const
- **Category** **getCategory** () const

### Static Private Attributes

- static const int **price** {20000}
- static constexpr **Category** **category** { **CHICKENMEAT**}



### 4.7.1 Member Function Documentation

#### 4.7.1.1 getCategory()

```
Category ChickenMeat::getCategory ( ) const [virtual]
```

Mengembalikan category dari produk

Implements **Product** (p.66).

#### 4.7.1.2 getPrice()

```
int ChickenMeat::getPrice ( ) const [virtual]
```

getPrice mengembalikan harga yang didefinisikan

Implements **Product** (p.66).

### 4.7.2 Member Data Documentation

#### 4.7.2.1 category

```
constexpr Category ChickenMeat::category { CHICKENMEAT } [static], [private]
```

Kategori dari **ChickenMeat** (p. 18)

#### 4.7.2.2 price

```
const int ChickenMeat::price {20000} [static], [private]
```

Harga dari **ChickenMeat** (p. 18)

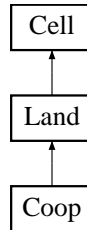
The documentation for this class was generated from the following file:

- **ChickenMeat.h**

## 4.8 Coop Class Reference

```
#include <Coop.h>
```

Inheritance diagram for Coop:



### Public Member Functions

- **Category getCategory ()** const

### Static Private Attributes

- static constexpr **Category category** { **COOP**}

#### 4.8.1 Member Function Documentation

##### 4.8.1.1 getCategory()

```
Category Coop::getCategory ( ) const [virtual]
```

Return kategori dari objek ini

Implements **Cell** (p. 13).

#### 4.8.2 Member Data Documentation

##### 4.8.2.1 category

```
constexpr Category Coop::category { COOP} [static], [private]
```

Menandakan bahwa land bertipe **Coop** (p. 20)

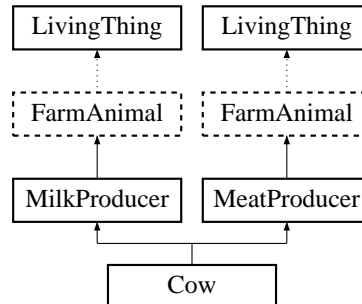
The documentation for this class was generated from the following file:

- **Coop.h**

## 4.9 Cow Class Reference

```
#include <Cow.h>
```

Inheritance diagram for Cow:



### Public Member Functions

- **Cow** ( **Point** position, **Cell** \*\*\*& worldMap, int nRowCell, int nCollumnCell)
- **FarmProduct** \* **ProduceProduct** ( **Action**) const
- std::string **makeNoise** () const

### Private Member Functions

- virtual bool **canMoveTo** ( **Cell** toWhere) const

### Static Private Attributes

- static constexpr int **maxTimeToGetHungryCow** {20}

## 4.9.1 Constructor & Destructor Documentation

### 4.9.1.1 Cow()

```
Cow::Cow (
    Point position,
    Cell ***& worldMap,
    int nRowCell,
    int nCollumnCell )
```

Constructor

## 4.9.2 Member Function Documentation

#### 4.9.2.1 canMoveTo()

```
virtual bool Cow::canMoveTo (
    Cell toWhere ) const [private], [virtual]
```

Mengecek apakah bisa pindah (tidak out of bound, bertipe **Barn** (p. 7) atau **GrassLand** (p. 37), tidak ada hewan lain)

Reimplemented from **MeatProducer** (p. 55).

#### 4.9.2.2 makeNoise()

```
std::string Cow::makeNoise ( ) const [virtual]
```

Mengembalikan suara dari **Cow** (p. 21)

Implements **FarmAnimal** (p. 34).

#### 4.9.2.3 ProduceProduct()

```
FarmProduct* Cow::ProduceProduct (
    Action ) const
```

Mengembalikan FarmProduk yang akan dihasilkan **Cow** (p. 21) bila **Cow** (p. 21) di kill

### 4.9.3 Member Data Documentation

#### 4.9.3.1 maxTimeToGetHungryCow

```
constexpr int Cow::maxTimeToGetHungryCow {20} [static], [private]
```

Nilai dari maxTimeToGetHungry

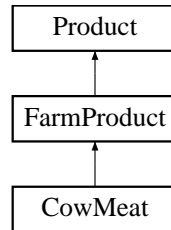
The documentation for this class was generated from the following file:

- **Cow.h**

## 4.10 CowMeat Class Reference

```
#include <CowMeat.h>
```

Inheritance diagram for CowMeat:



### Public Member Functions

- `int getPrice () const`
- `Category getCategory () const`

### Static Private Attributes

- `static const int price {200000}`
- `static constexpr Category category { COWMEAT}`

### 4.10.1 Member Function Documentation

#### 4.10.1.1 getCategory()

```
Category CowMeat::getCategory ( ) const [virtual]
```

Mengembalikan category dari produk

Implements **Product** (p. 66).

#### 4.10.1.2 getPrice()

```
int CowMeat::getPrice ( ) const [virtual]
```

getPrice mengembalikan harga yang didefinisikan

Implements **Product** (p. 66).

## 4.10.2 Member Data Documentation

### 4.10.2.1 category

```
constexpr Category CowMeat::category { COWMEAT } [static], [private]
```

Kategori dari **CowMeat** (p. 23)

### 4.10.2.2 price

```
const int CowMeat::price {200000} [static], [private]
```

Harga dari **CowMeat** (p. 23)

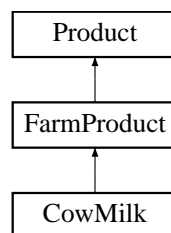
The documentation for this class was generated from the following file:

- **CowMeat.h**

## 4.11 CowMilk Class Reference

```
#include <CowMilk.h>
```

Inheritance diagram for CowMilk:



### Public Member Functions

- int **getPrice** () const
- **Category** **getCategory** () const

### Static Private Attributes

- static const int **price** {15000}
- static constexpr **Category** **category** { **COWMEAT** }

### 4.11.1 Member Function Documentation

#### 4.11.1.1 getCategory()

```
Category CowMilk::getCategory ( ) const [virtual]
```

Mengembalikan category dari produk

Implements **Product** (p. 66).

#### 4.11.1.2 getPrice()

```
int CowMilk::getPrice ( ) const [virtual]
```

getPrice mengembalikan harga yang didefinisikan

Implements **Product** (p. 66).

### 4.11.2 Member Data Documentation

#### 4.11.2.1 category

```
constexpr Category CowMilk::category { COWMEAT } [static], [private]
```

Kategori dari **CowMilk** (p. 24)

#### 4.11.2.2 price

```
const int CowMilk::price {15000} [static], [private]
```

Harga dari **CowMilk** (p. 24)

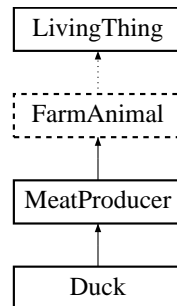
The documentation for this class was generated from the following file:

- **CowMilk.h**

## 4.12 Duck Class Reference

```
#include <Duck.h>
```

Inheritance diagram for Duck:



### Public Member Functions

- **Duck** ( **Point** position, **Cell** \*\*\*& worldMap, int nRowCell, int nCollumnCell)
- **FarmProduct** \* **ProduceProduct** ( **Action**) const
- std::string **makeNoise** () const

### Static Private Attributes

- static constexpr int **maxTimeToGetHungryDuck** {15}

### 4.12.1 Constructor & Destructor Documentation

#### 4.12.1.1 Duck()

```
Duck::Duck (
    Point position,
    Cell ***& worldMap,
    int nRowCell,
    int nCollumnCell )
```

Constructor

### 4.12.2 Member Function Documentation



#### 4.12.2.1 makeNoise()

```
std::string Duck::makeNoise ( ) const [virtual]
```

Mengembalikan suara dari **Duck** (p. 26)

Implements **FarmAnimal** (p. 34).

#### 4.12.2.2 ProduceProduct()

```
FarmProduct* Duck::ProduceProduct (
    Action ) const
```

Mengembalikan FarmProduk yang akan dihasilkan **Duck** (p. 26) bila **Duck** (p. 26) di kill

### 4.12.3 Member Data Documentation

#### 4.12.3.1 maxTimeToGetHungryDuck

```
constexpr int Duck::maxTimeToGetHungryDuck {15} [static], [private]
```

Nilai dari maxTimeToGetHungry

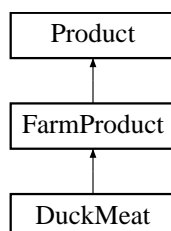
The documentation for this class was generated from the following file:

- **Duck.h**

## 4.13 DuckMeat Class Reference

```
#include <DuckMeat.h>
```

Inheritance diagram for DuckMeat:



## Public Member Functions

- `int getPrice () const`
- `Category getCategory () const`

## Static Private Attributes

- `static const int price {25000}`
- `static constexpr Category category { DUCKMEAT}`

### 4.13.1 Member Function Documentation

#### 4.13.1.1 getCategory()

```
Category DuckMeat::getCategory ( ) const [virtual]
```

Mengembalikan category dari produk

Implements **Product** (p. 66).

#### 4.13.1.2 getPrice()

```
int DuckMeat::getPrice ( ) const [virtual]
```

getPrice mengembalikan harga yang didefinisikan

Implements **Product** (p. 66).

### 4.13.2 Member Data Documentation

#### 4.13.2.1 category

```
constexpr Category DuckMeat::category { DUCKMEAT } [static], [private]
```

Kategori dari **DuckMeat** (p. 27)

## 4.13.2.2 price

```
const int DuckMeat::price {25000} [static], [private]
```

Harga dari **DuckMeat** (p. 27)

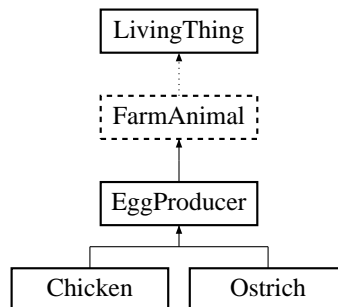
The documentation for this class was generated from the following file:

- **DuckMeat.h**

## 4.14 EggProducer Class Reference

```
#include <EggProducer.h>
```

Inheritance diagram for EggProducer:



## Public Member Functions

- **EggProducer** (int \_maxTimeToGetHungry, **Point** position, **Cell** \*\*\*& worldMap, int nRowCell, int nColumnCell)
- virtual ~**EggProducer** ()=0

## Private Member Functions

- void **eat** ()
- virtual bool **canMoveTo** ( **Cell** toWhere) const

## Private Attributes

- bool **canProduce** {false}

## 4.14.1 Constructor &amp; Destructor Documentation

#### 4.14.1.1 EggProducer()

```
EggProducer::EggProducer (
    int _maxTimeToGetHungry,
    Point position,
    Cell ***& worldMap,
    int nRowCell,
    int nCollumnCell )
```

Constructor maxTimeToGetHungry dengan nilai H

#### 4.14.1.2 ~EggProducer()

```
virtual EggProducer::~EggProducer ( ) [pure virtual]
```

Penerusan overloading (virtual) destruktork

### 4.14.2 Member Function Documentation

#### 4.14.2.1 canMoveTo()

```
virtual bool EggProducer::canMoveTo (
    Cell toWhere ) const [private], [virtual]
```

Mengecek apakah bisa pindah (tidak out of bound, bertipe **Coop** (p. 20), tidak ada hewan lain)

Reimplemented in **Chicken** (p. 15).

#### 4.14.2.2 eat()

```
void EggProducer::eat ( ) [private], [virtual]
```

Mengubah nilai canProduce

Reimplemented from **FarmAnimal** (p. 34).

### 4.14.3 Member Data Documentation

## 4.14.3.1 canProduce

```
bool EggProducer::canProduce {false} [private]
```

Menentukan apakah **FarmAnimal** (p. 32) dapat menghasilkan produk apabila diinteract

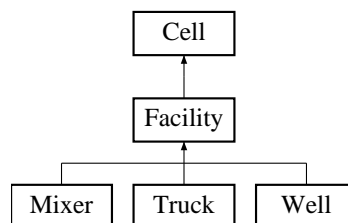
The documentation for this class was generated from the following file:

- **EggProducer.h**

## 4.15 Facility Class Reference

```
#include <Facility.h>
```

Inheritance diagram for Facility:



## Public Member Functions

- virtual **~Facility** ()=0
- bool **isFacility** () const
- bool **isGrassExist** () const

## Static Private Attributes

- static constexpr bool **facility** {true}

## 4.15.1 Constructor &amp; Destructor Documentation

## 4.15.1.1 ~Facility()

```
virtual Facility::~~Facility ( ) [pure virtual]
```

Destructor **Land** (p. 41)

## 4.15.2 Member Function Documentation

### 4.15.2.1 isFacility()

```
bool Facility::isFacility ( ) const [virtual]
```

Return true bila **Land** (p. 41) adalah sebuah facility

Implements **Cell** (p. 13).

### 4.15.2.2 isGrassExist()

```
bool Facility::isGrassExist ( ) const [virtual]
```

Mengembalikan false

Implements **Cell** (p. 14).

## 4.15.3 Member Data Documentation

### 4.15.3.1 facility

```
constexpr bool Facility::facility {true} [static], [private]
```

Menandakan bahwa facility

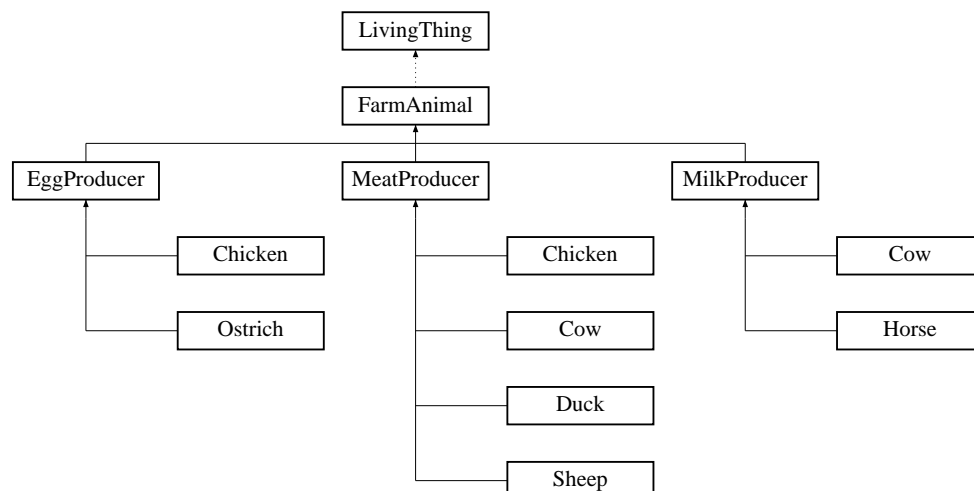
The documentation for this class was generated from the following file:

- **Facility.h**

## 4.16 FarmAnimal Class Reference

```
#include <FarmAnimal.h>
```

Inheritance diagram for FarmAnimal:



## Public Member Functions

- **FarmAnimal** (int \_maxTimeToGetHungry, **Point** position, **Cell** \*\*\*& worldMap, int nRowCell, int nColumnCell)
- virtual **~FarmAnimal** ()=0
- void **tick** ()
- virtual **FarmProduct** \* **produceProduct** ( **Action**) const =0
- virtual std::string **makeNoise** () const =0

## Private Member Functions

- bool **isHungry** () const
- void **decTimeToGetHungry** ()
- void **decTimetoDeath** ()
- bool **isDead** () const
- virtual void **eat** ()
- virtual void **moveRandomly** ()

## Private Attributes

- int **timeToGetHungry**
- int **timeToDeath**
- const int **maxTimeToGetHungry**

## Static Private Attributes

- static constexpr int **maxTimeToDeath** {5}

## 4.16.1 Constructor & Destructor Documentation

### 4.16.1.1 FarmAnimal()

```
FarmAnimal::FarmAnimal (
    int _maxTimeToGetHungry,
    Point position,
    Cell ***& worldMap,
    int nRowCell,
    int nCollumnCell )
```

Constructor maxTimeToGetHungry dengan nilai H

### 4.16.1.2 ~FarmAnimal()

```
virtual FarmAnimal::~~FarmAnimal ( ) [pure virtual]
```

Destructor **FarmAnimal** (p. 32)

## 4.16.2 Member Function Documentation

### 4.16.2.1 decTimetoDeath()

```
void FarmAnimal::decTimetoDeath ( ) [private]
```

mengurangi timeToDeath

### 4.16.2.2 decTimeToGetHungry()

```
void FarmAnimal::decTimeToGetHungry ( ) [private]
```

mengurangi timeToGetHungry

### 4.16.2.3 eat()

```
virtual void FarmAnimal::eat ( ) [private], [virtual]
```

Jika **FarmAnimal** (p. 32) sedang berdiri pada land dengan rumput, maka timeToDeath di set nilai semula dan timeToGdengan nilai sesuai dengan derived classnya, lalu grass di land dihapus

Reimplemented in **EggProducer** (p. 30), and **MilkProducer** (p. 56).

### 4.16.2.4 isDead()

```
bool FarmAnimal::isDead ( ) const [private]
```

Mengembalikan true jika timeToDeath == 0, lalu di destruct di main atau di class world

### 4.16.2.5 isHungry()

```
bool FarmAnimal::isHungry ( ) const [private]
```

return true apabila timeToGetHungry <= 0

### 4.16.2.6 makeNoise()

```
virtual std::string FarmAnimal::makeNoise ( ) const [pure virtual]
```

Mengembalikan suara dari **FarmAnimal** (p. 32)

Implemented in **Chicken** (p. 16), **Cow** (p. 22), **Duck** (p. 26), **Horse** (p. 38), **Ostrich** (p. 59), and **Sheep** (p. 67).



#### 4.16.2.7 moveRandomly()

```
virtual void FarmAnimal::moveRandomly ( ) [private], [virtual]
```

Menggerakkan **FarmAnimal** (p. 32) secara random ke posisi yang mungkin ditempati

#### 4.16.2.8 produceProduct()

```
virtual FarmProduct* FarmAnimal::produceProduct (
    Action ) const [pure virtual]
```

Mengembalikan produk yang dihasilkan **FarmAnimal** (p. 32) apabila diinteract/dikill

#### 4.16.2.9 tick()

```
void FarmAnimal::tick ( )
```

Melakukan aksi yang dilakukan **FarmAnimal** (p. 32) setiap satuan waktu

### 4.16.3 Member Data Documentation

#### 4.16.3.1 maxTimeToDeath

```
constexpr int FarmAnimal::maxTimeToDeath {5} [static], [private]
```

Nilai max dari timeToDeath

#### 4.16.3.2 maxTimeToGetHungry

```
const int FarmAnimal::maxTimeToGetHungry [private]
```

Nilai max dari timeToGetHungry

#### 4.16.3.3 timeToDeath

```
int FarmAnimal::timeToDeath [private]
```

Waktu **FarmAnimal** (p. 32) yang lapar sampai mati Jika tidak lapar, timeToDeath maksimum

#### 4.16.3.4 timeToGetHungry

```
int FarmAnimal::timeToGetHungry [private]
```

Waktu **FarmAnimal** (p. 32) sampai menjadi lapar

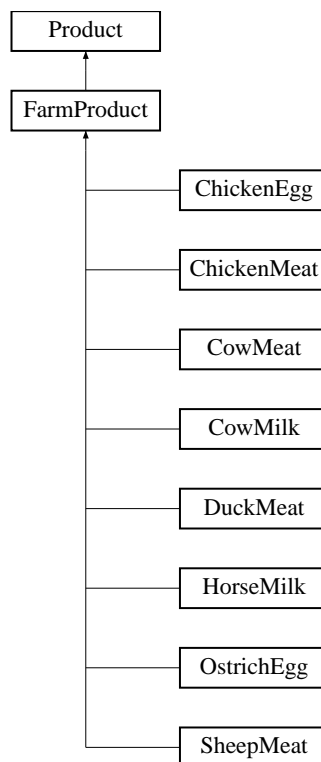
The documentation for this class was generated from the following file:

- **FarmAnimal.h**

## 4.17 FarmProduct Class Reference

```
#include <FarmProduct.h>
```

Inheritance diagram for FarmProduct:



### Additional Inherited Members

#### 4.17.1 Detailed Description

**Product** (p. 65) yang didapat dari hasil interact / kill

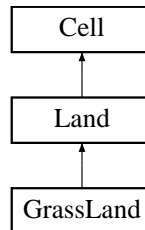
The documentation for this class was generated from the following file:

- **FarmProduct.h**

## 4.18 GrassLand Class Reference

```
#include <GrassLand.h>
```

Inheritance diagram for GrassLand:



### Public Member Functions

- **Category getCategory ()** const

### Static Private Attributes

- static constexpr **Category category** { **GRASSLAND**}

#### 4.18.1 Member Function Documentation

##### 4.18.1.1 getCategory()

```
Category GrassLand::getCategory ( ) const [virtual]
```

Return kategori dari objek ini

Implements **Cell** (p. 13).

#### 4.18.2 Member Data Documentation

##### 4.18.2.1 category

```
constexpr Category GrassLand::category { GRASSLAND} [static], [private]
```

Menandakan bahwa **Land** (p. 41) ini berkategori **GrassLand** (p. 37)

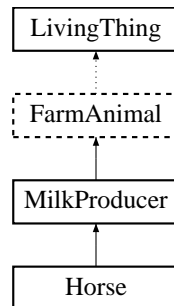
The documentation for this class was generated from the following file:

- **GrassLand.h**

## 4.19 Horse Class Reference

```
#include <Horse.h>
```

Inheritance diagram for Horse:



### Public Member Functions

- **Horse** ( **Point** position, **Cell** \*\*\*& worldMap, int nRowCell, int nCollumnCell)
- **FarmProduct** \* **ProduceProduct** ( **Action**) const
- std::string **makeNoise** () const

### Static Private Attributes

- static constexpr int **maxTimeToGetHungryHorse** {18}

### 4.19.1 Constructor & Destructor Documentation

#### 4.19.1.1 Horse()

```
Horse::Horse (
    Point position,
    Cell ***& worldMap,
    int nRowCell,
    int nCollumnCell )
```

Constructor

### 4.19.2 Member Function Documentation

#### 4.19.2.1 makeNoise()

```
std::string Horse::makeNoise ( ) const [virtual]
```

Mengembalikan suara dari **Horse** (p. 38)

Implements **FarmAnimal** (p. 34).

#### 4.19.2.2 ProduceProduct()

```
FarmProduct* Horse::ProduceProduct (
    Action ) const
```

Mengembalikan FarmProduk yang akan dihasilkan **Horse** (p. 38) bila **Horse** (p. 38) di kill

### 4.19.3 Member Data Documentation

#### 4.19.3.1 maxTimeToGetHungryHorse

```
constexpr int Horse::maxTimeToGetHungryHorse {18} [static], [private]
```

Nilai dari maxTimeToGetHungry

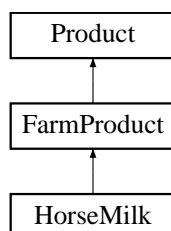
The documentation for this class was generated from the following file:

- **Horse.h**

## 4.20 HorseMilk Class Reference

```
#include <HorseMilk.h>
```

Inheritance diagram for HorseMilk:



## Public Member Functions

- `int getPrice () const`
- `Category getCategory () const`

## Static Private Attributes

- `static const int price {35000}`
- `static constexpr Category category { HORSEMILK }`

### 4.20.1 Member Function Documentation

#### 4.20.1.1 getCategory()

```
Category HorseMilk::getCategory ( ) const [virtual]
```

Mengembalikan category dari produk

Implements **Product** (p. 66).

#### 4.20.1.2 getPrice()

```
int HorseMilk::getPrice ( ) const [virtual]
```

getPrice mengembalikan harga yang didefinisikan

Implements **Product** (p. 66).

### 4.20.2 Member Data Documentation

#### 4.20.2.1 category

```
constexpr Category HorseMilk::category { HORSEMILK } [static], [private]
```

Kategori dari **HorseMilk** (p. 39)

## 4.20.2.2 price

```
const int HorseMilk::price {35000} [static], [private]
```

Harga dari **HorseMilk** (p. 39)

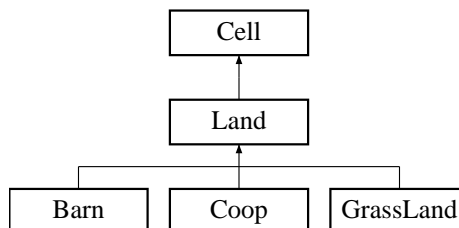
The documentation for this class was generated from the following file:

- **HorseMilk.h**

## 4.21 Land Class Reference

```
#include <Land.h>
```

Inheritance diagram for Land:



## Public Member Functions

- virtual **~Land** ()=0
- bool **isFacility** () const
- void **growGrass** ()
- void **removeGrass** ()
- bool **isGrassExist** () const

## Private Attributes

- bool **existGrass**

## Static Private Attributes

- static constexpr bool **facility** {false}

## 4.21.1 Constructor &amp; Destructor Documentation

#### 4.21.1.1 ~Land()

```
virtual Land::~~Land ( ) [pure virtual]
```

Destructor **Land** (p. 41)

### 4.21.2 Member Function Documentation

#### 4.21.2.1 growGrass()

```
void Land::growGrass ( ) [virtual]
```

Membuat existGrass menjadi true

Reimplemented from **Cell** (p. 13).

#### 4.21.2.2 isFacility()

```
bool Land::isFacility ( ) const [virtual]
```

Return true bila **Land** (p. 41) adalah sebuah facility

Implements **Cell** (p. 13).

#### 4.21.2.3 isGrassExist()

```
bool Land::isGrassExist ( ) const [virtual]
```

Mengembalikan keberadaan grass

Implements **Cell** (p. 14).

#### 4.21.2.4 removeGrass()

```
void Land::removeGrass ( ) [virtual]
```

Reimplemented from **Cell** (p. 14).



### 4.21.3 Member Data Documentation

#### 4.21.3.1 `existGrass`

```
bool Land::existGrass [private]
```

Flag yang menandakan apakah terdapat rumput diatas suatu cell atau tidak

#### 4.21.3.2 `facility`

```
constexpr bool Land::facility {false} [static], [private]
```

Menandakan bahwa land bukan facility

The documentation for this class was generated from the following file:

- `Land.h`

## 4.22 `LinkedList< T >` Class Template Reference

```
#include <LinkedList.h>
```

### Public Member Functions

- `LinkedList ()`
- `LinkedList (std::initializer_list< T > args)`
- `LinkedList (const LinkedList< T > &l)`
- `~LinkedList ()`
- `LinkedList< T > & operator= (const LinkedList< T > &l)`
- `int find (T elm)`
- `bool isEmpty () const`
- `void add (T elm)`
- `void remove (T elm)`
- `void removeldx (int idx)`
- `T get (int idx)`
- `T & operator[] (int idx)`
- `LinkedList ()`
- `LinkedList (const LinkedList< T > &l)`
- `~LinkedList ()`
- `LinkedList< T > & operator= (const LinkedList< T > &l)`
- `int find (T elm)`
- `bool isEmpty () const`
- `void add (T elm)`
- `void remove (T elm)`
- `void removeldx (int idx)`
- `T get (int idx)`
- `T & operator[] (int idx)`

## Private Attributes

- **LinkedListNode**< T > \* list

## Friends

- class **LinkedListNode**< T >
- ostream & **operator**<< (ostream &os, **LinkedList**< T > l)

### 4.22.1 Detailed Description

```
template<class T>
class LinkedList< T >
```

Tipe data **LinkedList** (p. 43), diimplementasi secara rekursif dengan **LinkedListNode** (p. 49)

### 4.22.2 Constructor & Destructor Documentation

#### 4.22.2.1 **LinkedList**() [1/5]

```
template<class T >
LinkedList< T >:: LinkedList ( )
```

Konstruktor default **LinkedList** (p. 43), membuat empty list

#### 4.22.2.2 **LinkedList**() [2/5]

```
template<class T>
LinkedList< T >:: LinkedList (
    std::initializer_list< T > args )
```

Konstruktor dengan initializer list

#### 4.22.2.3 **LinkedList**() [3/5]

```
template<class T>
LinkedList< T >:: LinkedList (
    const LinkedList< T > & l )
```

Copy constructor **LinkedList** (p. 43)

## 4.22.2.4 ~LinkedList() [1/2]

```
template<class T >
LinkedList< T >::~~ LinkedList ( )
```

Destructor **LinkedList** (p. 43)

## 4.22.2.5 LinkedList() [4/5]

```
template<class T>
LinkedList< T >:: LinkedList ( )
```

## 4.22.2.6 LinkedList() [5/5]

```
template<class T>
LinkedList< T >:: LinkedList (
    const LinkedList< T > & l )
```

## 4.22.2.7 ~LinkedList() [2/2]

```
template<class T>
LinkedList< T >::~~ LinkedList ( )
```

## 4.22.3 Member Function Documentation

## 4.22.3.1 add() [1/2]

```
template<class T>
void LinkedList< T >::add (
    T elm )
```

Menambah elm sebagai elemen terakhir

## 4.22.3.2 add() [2/2]

```
template<class T>
void LinkedList< T >::add (
    T elm )
```

#### 4.22.3.3 find() [1/2]

```
template<class T>
int  LinkedList< T >::find (
    T elm )
```

Mencari indeks pertama dari elm dari **LinkedList** (p. 43). Jika tidak ada, bernilai -1.

#### 4.22.3.4 find() [2/2]

```
template<class T>
int  LinkedList< T >::find (
    T elm )
```

#### 4.22.3.5 get() [1/2]

```
template<class T>
T  LinkedList< T >::get (
    int idx )
```

#### 4.22.3.6 get() [2/2]

```
template<class T >
T  LinkedList< T >::get (
    int idx )
```

Mengembalikan elemen berindeks idx. Jika diluar range, melempar "Index is out of bounds".

#### 4.22.3.7 isEmpty() [1/2]

```
template<class T >
bool  LinkedList< T >::isEmpty ( ) const
```

Mengembalikan apakah list empty atau tidak

#### 4.22.3.8 isEmpty() [2/2]

```
template<class T>
bool  LinkedList< T >::isEmpty ( ) const
```

## 4.22.3.9 operator=() [1/2]

```
template<class T>
LinkedList< T > & LinkedList< T >::operator= (
    const LinkedList< T > & l )
```

Operator= LinkedList (p. 43)

## 4.22.3.10 operator=() [2/2]

```
template<class T>
LinkedList<T>& LinkedList< T >::operator= (
    const LinkedList< T > & l )
```

## 4.22.3.11 operator[]() [1/2]

```
template<class T>
T& LinkedList< T >::operator[] (
    int idx )
```

## 4.22.3.12 operator[]() [2/2]

```
template<class T >
T & LinkedList< T >::operator[] (
    int idx )
```

Mengembalikan reference ke elemen berindeks idx. Jika diluar range, melempar "Index is out of bounds".

## 4.22.3.13 remove() [1/2]

```
template<class T>
void LinkedList< T >::remove (
    T elm )
```

Menghapus keberadaan pertama elm Membuat list temp berisi tail untuk dipindahkan ke list sekarang

## 4.22.3.14 remove() [2/2]

```
template<class T>
void LinkedList< T >::remove (
    T elm )
```

## 4.22.3.15 removeldx() [1/2]

```
template<class T>
void LinkedList< T >::removeldx (
    int idx )
```

## 4.22.3.16 removeldx() [2/2]

```
template<class T >
void LinkedList< T >::removeldx (
    int idx )
```

Menghapus elemen berindeks idx. Jika diluar range, melempar "Index is out of bounds". Membuat list temp berisi tail untuk dipindahkan ke list sekarang

## 4.22.4 Friends And Related Function Documentation

4.22.4.1 **LinkedListNode**< T >

```
template<class T>
friend class LinkedListNode< T > [friend]
```

## 4.22.4.2 operator&lt;&lt;

```
template<class T>
ostream& operator<< (
    ostream & os,
    LinkedList< T > l ) [friend]
```

## 4.22.5 Member Data Documentation

## 4.22.5.1 list

```
template<class T>
LinkedListNode< T > * LinkedList< T >::list [private]
```

Pointer ke **LinkedListNode** (p. 49), kalau empty bernilai nullptr

The documentation for this class was generated from the following files:

- **LinkedList.h**
- **LinkedListDriver.cpp**

## 4.23 LinkedListNode< T > Class Template Reference

```
#include <LinkedList.h>
```

### Public Member Functions

- **LinkedListNode** (T head, **LinkedList**< T > tail)
- **LinkedListNode** (T head, **LinkedList**< T > tail)

### Public Attributes

- friend **LinkedList**< T >

### Private Attributes

- T head
- **LinkedList**< T > tail

### Friends

- class **LinkedList**< T >

#### 4.23.1 Detailed Description

```
template<class T>  
class LinkedListNode< T >
```

Forward declaration dari kelas **LinkedListNode** (p. 49)

Anggota kelas implementasi **LinkedList** (p. 43) secara rekursifs

#### 4.23.2 Constructor & Destructor Documentation

##### 4.23.2.1 LinkedListNode() [1/2]

```
template<class T>  
LinkedListNode< T >:: LinkedListNode (  
    T head,  
    LinkedList< T > tail )
```

Konstruktor **LinkedListNode** (p. 49) dengan initializer list

#### 4.23.2.2 `LinkedListNode()` [2/2]

```
template<class T>
LinkedListNode< T >:: LinkedListNode (
    T head,
    LinkedList< T > tail )
```

### 4.23.3 Friends And Related Function Documentation

#### 4.23.3.1 `LinkedList< T >`

```
template<class T>
friend class LinkedList< T > [friend]
```

### 4.23.4 Member Data Documentation

#### 4.23.4.1 `head`

```
template<class T>
T LinkedListNode< T >::head [private]
```

Tipe data pertama pada **LinkedListNode** (p. 49)

#### 4.23.4.2 `LinkedList< T >`

```
template<class T>
friend LinkedListNode< T >:: LinkedList< T >
```

Membuat **LinkedList** (p. 43) dapat mengakses head dan tail

#### 4.23.4.3 `tail`

```
template<class T>
LinkedList< T > LinkedListNode< T >::tail [private]
```

Sisa dari **LinkedListNode** (p. 49) berupa **LinkedList** (p. 43)

The documentation for this class was generated from the following files:

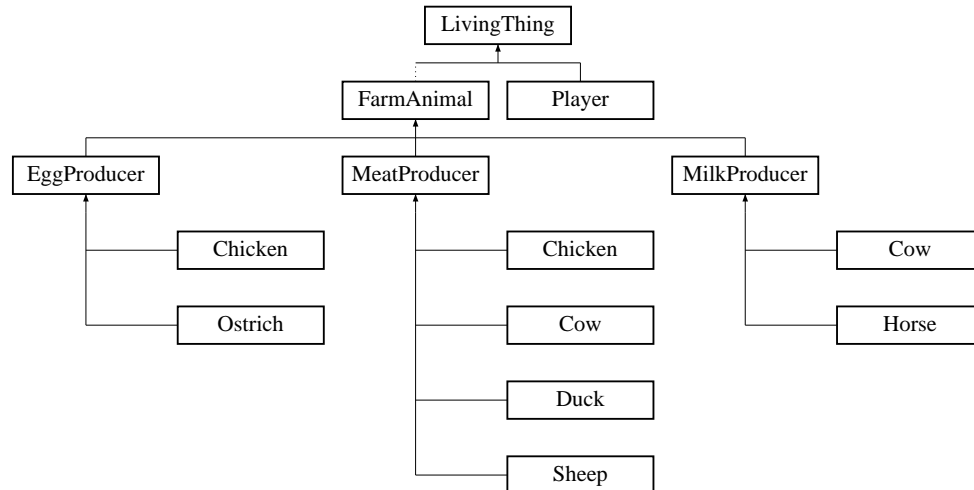
- **LinkedList.h**
- **LinkedListDriver.cpp**



## 4.24 LivingThing Class Reference

```
#include <LivingThing.h>
```

Inheritance diagram for LivingThing:



### Public Member Functions

- **LivingThing** ( **Point** position, **Cell** \*\*\*& worldMap, int nRowCell, int nColumnCell)
- virtual ~**LivingThing** ()=0
- **Point** getPosition () const
- bool move (Direction toWhere)
- virtual char render ()=0

### Protected Attributes

- **Cell** \*\*\*& worldMap
- int nRowCell
- int nColumnCell

### Private Member Functions

- virtual bool canMoveTo ( **Cell** toWhere)=0

### Private Attributes

- **Point** position

#### 4.24.1 Constructor & Destructor Documentation

#### 4.24.1.1 LivingThing()

```
LivingThing::LivingThing (
    Point position,
    Cell ***& worldMap,
    int nRowCell,
    int nCollumnCell )
```

Constructor **LivingThing** (p. 51)

#### 4.24.1.2 ~LivingThing()

```
virtual LivingThing::~LivingThing ( ) [pure virtual]
```

Destructor dari **LivingThing** (p. 51)

### 4.24.2 Member Function Documentation

#### 4.24.2.1 canMoveTo()

```
virtual bool LivingThing::canMoveTo (
    Cell toWhere ) [private], [pure virtual]
```

Apakah bisa masuk suatu area (cek out of bound, jenis **Cell** (p. 12), kekosongan **Cell** (p. 12))

Implemented in **Player** (p. 62).

#### 4.24.2.2 getPosition()

```
Point LivingThing::getPosition ( ) const
```

Mengembalikan position

#### 4.24.2.3 move()

```
bool LivingThing::move (
    Direction toWhere )
```

Berpindah ke suatu lokasi. Apabila tidak bisa (!canMoveTo), throw "Cannot move to the direction".

#### 4.24.2.4 render()

```
virtual char LivingThing::render ( ) [pure virtual]
```

Mengembalikan char untuk dirender ke layar

Implemented in **Player** (p. 63).

### 4.24.3 Member Data Documentation

#### 4.24.3.1 nColumnCell

```
int LivingThing::nColumnCell [protected]
```

Nilai efektif kolom untuk Matriks **Cell** (p. 12)

#### 4.24.3.2 nRowCell

```
int LivingThing::nRowCell [protected]
```

Nilai efektif baris untuk Matriks **Cell** (p. 12)

#### 4.24.3.3 position

```
Point LivingThing::position [private]
```

Posisi dari **LivingThing** (p. 51)

#### 4.24.3.4 worldMap

```
Cell***& LivingThing::worldMap [protected]
```

Representasi dunia tempat **LivingThing** (p. 51) tinggal

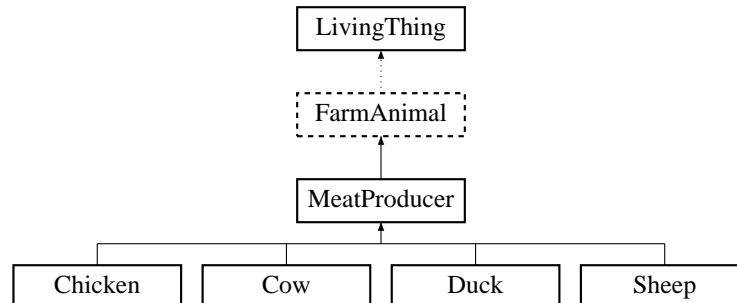
The documentation for this class was generated from the following file:

- **LivingThing.h**

## 4.25 MeatProducer Class Reference

```
#include <MeatProducer.h>
```

Inheritance diagram for MeatProducer:



### Public Member Functions

- **MeatProducer** (int `_maxTimeToGetHungry`, **Point** `position`, **Cell** \*\*\*& `worldMap`, int `nRowCell`, int `nCollumnCell`)
- virtual `~MeatProducer` ()=0

### Private Member Functions

- virtual bool **canMoveTo** ( **Cell** `toWhere`) const

### 4.25.1 Constructor & Destructor Documentation

#### 4.25.1.1 MeatProducer()

```
MeatProducer::MeatProducer (
    int _maxTimeToGetHungry,
    Point position,
    Cell ***& worldMap,
    int nRowCell,
    int nCollumnCell )
```

Constructor `maxTimeToGetHungry` dengan nilai H

#### 4.25.1.2 ~MeatProducer()

```
virtual MeatProducer::~~MeatProducer ( ) [pure virtual]
```

Penerusan overloading (virtual) destruktork

## 4.25.2 Member Function Documentation

### 4.25.2.1 canMoveTo()

```
virtual bool MeatProducer::canMoveTo (
    Cell toWhere ) const [private], [virtual]
```

Mengecek apakah bisa pindah (tidak out of bound, bertipe **GrassLand** (p. 37), tidak ada hewan lain)

Reimplemented in **Chicken** (p. 15), and **Cow** (p. 21).

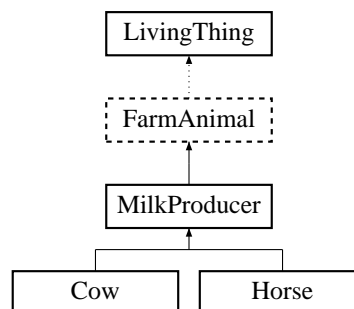
The documentation for this class was generated from the following file:

- **MeatProducer.h**

## 4.26 MilkProducer Class Reference

```
#include <MilkProducer.h>
```

Inheritance diagram for MilkProducer:



### Public Member Functions

- **MilkProducer** (int \_maxTimeToGetHungry, **Point** position, **Cell** \*\*\*& worldMap, int nRowCell, int nColumnCell)
- virtual ~**MilkProducer** ()=0

### Private Member Functions

- void **eat** ()
- virtual bool **canMoveTo** ( **Cell** toWhere) const

### Private Attributes

- bool **canProduce** {false}

## 4.26.1 Constructor & Destructor Documentation

### 4.26.1.1 MilkProducer()

```
MilkProducer::MilkProducer (
    int _maxTimeToGetHungry,
    Point position,
    Cell ***& worldMap,
    int nRowCell,
    int nCollumnCell )
```

Constructor maxTimeToGetHungry dengan nilai H

### 4.26.1.2 ~MilkProducer()

```
virtual MilkProducer::~~MilkProducer ( ) [pure virtual]
```

Penerusan overloading (virtual) destruktur

## 4.26.2 Member Function Documentation

### 4.26.2.1 canMoveTo()

```
virtual bool MilkProducer::canMoveTo (
    Cell toWhere ) const [private], [virtual]
```

Mengecek apakah bisa pindah (tidak out of bound, bertipe **Barn** (p. 7), tidak ada hewan lain)

Reimplemented in **Cow** (p. 21).

### 4.26.2.2 eat()

```
void MilkProducer::eat ( ) [private], [virtual]
```

Mengubah nilai canProduce

Reimplemented from **FarmAnimal** (p. 34).

## 4.26.3 Member Data Documentation

## 4.26.3.1 canProduce

```
bool MilkProducer::canProduce {false} [private]
```

Menentukan apakah **FarmAnimal** (p. 32) dapat menghasilkan produk apabila diinteract

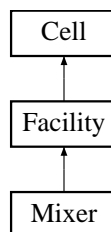
The documentation for this class was generated from the following file:

- **MilkProducer.h**

## 4.27 Mixer Class Reference

```
#include <Mixer.h>
```

Inheritance diagram for Mixer:



## Public Member Functions

- **Category getCategory () const**

## Static Private Attributes

- static constexpr **Category category { MIXER }**

## 4.27.1 Member Function Documentation

## 4.27.1.1 getCategory()

```
Category Mixer::getCategory ( ) const [virtual]
```

Return kategori dari objek ini

Implements **Cell** (p. 13).

## 4.27.2 Member Data Documentation

### 4.27.2.1 category

```
constexpr Category Mixer::category { MIXER } [static], [private]
```

Menandakan bahwa land bertipe **Mixer** (p. 57)

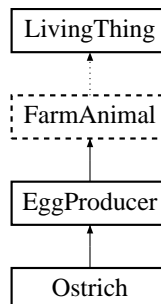
The documentation for this class was generated from the following file:

- **Mixer.h**

## 4.28 Ostrich Class Reference

```
#include <Ostrich.h>
```

Inheritance diagram for Ostrich:



### Public Member Functions

- **Ostrich** ( **Point** position, **Cell** \*\*\*& worldMap, int nRowCell, int nColumnCell)
- **FarmProduct** \* **ProduceProduct** ( **Action**) const
- std::string **makeNoise** () const

### Static Private Attributes

- static constexpr int **maxTimeToGetHungryOstrich** {15}

### 4.28.1 Constructor & Destructor Documentation



#### 4.28.1.1 Ostrich()

```
Ostrich::Ostrich (
    Point position,
    Cell ***& worldMap,
    int nRowCell,
    int nCollumnCell )
```

Constructor

### 4.28.2 Member Function Documentation

#### 4.28.2.1 makeNoise()

```
std::string Ostrich::makeNoise ( ) const [virtual]
```

Mengembalikan suara dari **Chicken** (p. 15)

Implements **FarmAnimal** (p. 34).

#### 4.28.2.2 ProduceProduct()

```
FarmProduct* Ostrich::ProduceProduct (
    Action ) const
```

Mengembalikan FarmProduk yang akan dihasilkan **Ostrich** (p. 58) bila **Ostrich** (p. 58) di kill

### 4.28.3 Member Data Documentation

#### 4.28.3.1 maxTimeToGetHungryOstrich

```
constexpr int Ostrich::maxTimeToGetHungryOstrich {15} [static], [private]
```

Nilai dari maxTimeToGetHungry

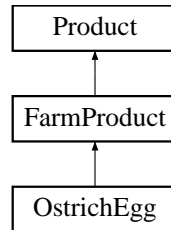
The documentation for this class was generated from the following file:

- **Ostrich.h**

## 4.29 OstrichEgg Class Reference

```
#include <OstrichEgg.h>
```

Inheritance diagram for OstrichEgg:



### Public Member Functions

- int **getPrice** () const
- **Category** **getCategory** () const

### Static Private Attributes

- static const int **price** {40000}
- static constexpr **Category** **category** { OSTRICHEGG }

### 4.29.1 Member Function Documentation

#### 4.29.1.1 getCategory()

```
Category OstrichEgg::getCategory ( ) const [virtual]
```

Mengembalikan category dari produk

Implements **Product** (p. 66).

#### 4.29.1.2 getPrice()

```
int OstrichEgg::getPrice ( ) const [virtual]
```

getPrice mengembalikan harga yang didefinisikan

Implements **Product** (p. 66).

## 4.29.2 Member Data Documentation

### 4.29.2.1 category

```
constexpr Category OstrichEgg::category { OSTRICHEGG} [static], [private]
```

Kategori dari **OstrichEgg** (p. 60)

### 4.29.2.2 price

```
const int OstrichEgg::price {40000} [static], [private]
```

Harga dari **OstrichEgg** (p. 60)

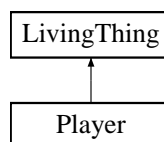
The documentation for this class was generated from the following file:

- **OstrichEgg.h**

## 4.30 Player Class Reference

```
#include <Player.h>
```

Inheritance diagram for Player:



### Public Member Functions

- **Player** ( **Point** position, **Cell** \*\*\*& worldMap, int nRowCell, int nCollumnCell)
- **~Player** ()
- void **talk** ( **LinkedList**< **FarmAnimal** > &farmAnimal)
- void **interact** ( **LinkedList**< **FarmAnimal** > &farmAnimal)
- void **kill** ( **LinkedList**< **FarmAnimal** > &farmAnimal)
- void **grow** ()
- void **mix** ( **Product** \*makeTo)
- char **render** ()

### Private Member Functions

- bool **canMoveTo** ( **Cell** toWhere)

## Private Attributes

- **LinkedList**< **Product** & > **inventory**
- int **money** {500000}
- int **water** {5}

## Static Private Attributes

- static **LinkedList**< **SideProduct** \* > **recipeBook**

## Additional Inherited Members

### 4.30.1 Constructor & Destructor Documentation

#### 4.30.1.1 Player()

```
Player::Player (
    Point position,
    Cell ***& worldMap,
    int nRowCell,
    int nCollumnCell )
```

Constructor **Player** (p. 61) di position, recipeBook diinisalisasi dengan semua **SideProduct** (p. 69) yang terdefinisi

#### 4.30.1.2 ~Player()

```
Player::~~Player ( )
```

Destructor **Player** (p. 61)

### 4.30.2 Member Function Documentation

#### 4.30.2.1 canMoveTo()

```
bool Player::canMoveTo (
    Cell toWhere ) [private], [virtual]
```

Apakah bisa masuk suatu area (cek out of bound, jenis **Cell** (p. 12), kekosongan **Cell** (p. 12))

Implements **LivingThing** (p. 52).

## 4.30.2.2 grow()

```
void Player::grow ( )
```

Menumbuhkan rumput pada cell yang sedang ditempati oleh **Player** (p. 61)

## 4.30.2.3 interact()

```
void Player::interact (
    LinkedList< FarmAnimal > & farmAnimal )
```

**Player** (p. 61) mengambil **FarmProduct** (p. 36) dari semua **FarmAnimal** (p. 32) terdekat tanpa membunuh **FarmAnimal** (p. 32) tersebut. Bekerja untuk **FarmAnimal** (p. 32) jenis MilkProducing dan EggProducing. Contoh **FarmProduct** (p. 36) : **ChickenEgg** (p. 17), **CowMilk** (p. 24).

## 4.30.2.4 kill()

```
void Player::kill (
    LinkedList< FarmAnimal > & farmAnimal )
```

**Player** (p. 61) mengambil **FarmProduct** (p. 36) dari semua **FarmAnimal** (p. 32) terdekat dengan cara membunuh **FarmAnimal** (p. 32) tersebut. Bekerja untuk **FarmAnimal** (p. 32) jenis MeatProducing. Contoh **FarmProduct** (p. 36) : **CowMeat** (p. 23), **ChickenMeat** (p. 18).

## 4.30.2.5 mix()

```
void Player::mix (
    Product * makeTo )
```

Menciptakan **SideProduct** (p. 69) dari **FarmProduct** (p. 36) bila **Player** (p. 61) dekat dengan mixer

## 4.30.2.6 render()

```
char Player::render ( ) [virtual]
```

Mengembalikan char untuk dirender ke layar

Implements **LivingThing** (p. 52).

## 4.30.2.7 talk()

```
void Player::talk (
    LinkedList< FarmAnimal > & farmAnimal )
```

**Player** (p. 61) berbicara dengan semua **FarmAnimal** (p. 32) terdekat.

### 4.30.3 Member Data Documentation

#### 4.30.3.1 inventory

```
LinkedList< Product&> Player::inventory [private]
```

**Product** (p. 65) yang dipegang **Player** (p. 61)

#### 4.30.3.2 money

```
int Player::money {500000} [private]
```

Uang yang dimiliki **Player** (p. 61)

#### 4.30.3.3 recipeBook

```
LinkedList< SideProduct*> Player::recipeBook [static], [private]
```

Digunakan untuk melakukan pengecekan saat melakukan method mix Contoh Penggunaan : Bila player ingin membuat **BeefMuttonSate** (p. 10), program transversal di recipeBook sampai menemukan sideProdect dengan Category = BEEFMUTTONSATE lalu melihat resep dari objek tersebut. recipeBook diinisalisasi di implementasi

#### 4.30.3.4 water

```
int Player::water {5} [private]
```

Air yang dipegang **Player** (p. 61)

The documentation for this class was generated from the following file:

- **Player.h**

## 4.31 Point Struct Reference

```
#include <Point.h>
```

### Public Attributes

- int **x**
- int **y**

### 4.31.1 Member Data Documentation

#### 4.31.1.1 x

```
int Point::x
```

#### 4.31.1.2 y

```
int Point::y
```

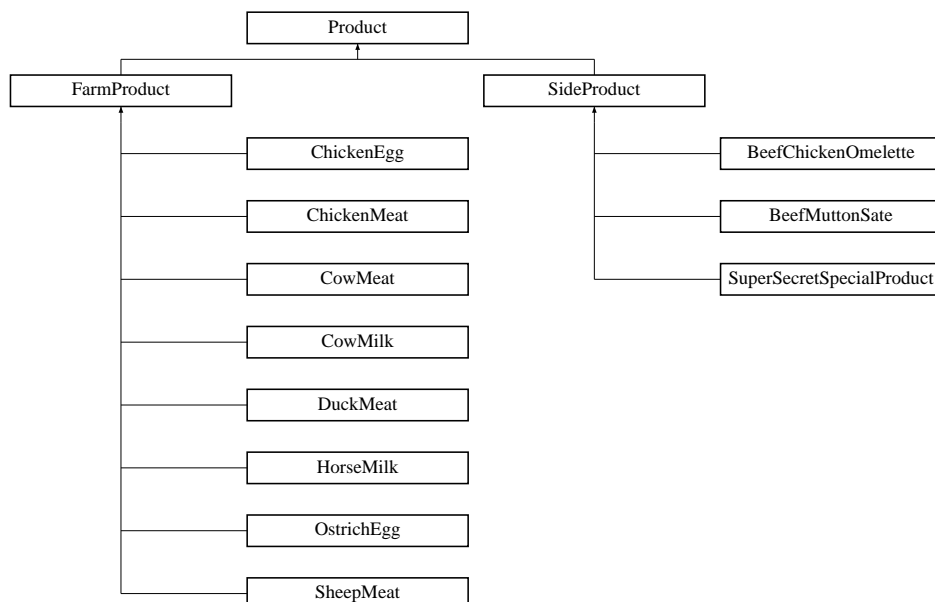
The documentation for this struct was generated from the following file:

- **Point.h**

## 4.32 Product Class Reference

```
#include <Product.h>
```

Inheritance diagram for Product:



### Public Member Functions

- virtual int **getPrice** () const =0
- virtual **Category getCategory** () const =0

### 4.32.1 Member Function Documentation

#### 4.32.1.1 getCategory()

```
virtual Category Product::getCategory ( ) const [pure virtual]
```

mengembalikan kategori dari produk ini

Implemented in **BeefChickenOmelette** (p. 9), **BeefMuttonSate** (p. 11), **SuperSecretSpecialProduct** (p. 71), **ChickenEgg** (p. 17), **ChickenMeat** (p. 19), **CowMeat** (p. 23), **CowMilk** (p. 25), **DuckMeat** (p. 28), **HorseMilk** (p. 40), **OstrichEgg** (p. 60), and **SheepMeat** (p. 68).

#### 4.32.1.2 getPrice()

```
virtual int Product::getPrice ( ) const [pure virtual]
```

getPrice mengembalikan harga yang didefinisikan

Implemented in **BeefChickenOmelette** (p. 9), **BeefMuttonSate** (p. 11), **SuperSecretSpecialProduct** (p. 71), **ChickenEgg** (p. 17), **ChickenMeat** (p. 19), **CowMeat** (p. 23), **CowMilk** (p. 25), **DuckMeat** (p. 28), **HorseMilk** (p. 40), **OstrichEgg** (p. 60), and **SheepMeat** (p. 69).

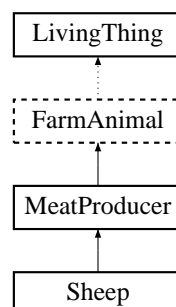
The documentation for this class was generated from the following file:

- **Product.h**

## 4.33 Sheep Class Reference

```
#include <Sheep.h>
```

Inheritance diagram for Sheep:





## Public Member Functions

- **Sheep** ( **Point** *position*, **Cell** \*\*\*& *worldMap*, int *nRowCell*, int *nCollumnCell*)
- **FarmProduct** \* **ProduceProduct** ( **Action**) const
- std::string **makeNoise** () const

## Static Private Attributes

- static constexpr int **maxTimeToGetHungrySheep** {15}

### 4.33.1 Constructor & Destructor Documentation

#### 4.33.1.1 Sheep()

```
Sheep::Sheep (
    Point position,
    Cell ***& worldMap,
    int nRowCell,
    int nCollumnCell )
```

Constructor

### 4.33.2 Member Function Documentation

#### 4.33.2.1 makeNoise()

```
std::string Sheep::makeNoise ( ) const [virtual]
```

Mengembalikan suara dari **Sheep** (p. 66)

Implements **FarmAnimal** (p. 34).

#### 4.33.2.2 ProduceProduct()

```
FarmProduct* Sheep::ProduceProduct (
    Action ) const
```

Mengembalikan FarmProduk yang akan dihasilkan **Sheep** (p. 66) bila **Sheep** (p. 66) di kill

### 4.33.3 Member Data Documentation

#### 4.33.3.1 maxTimeToGetHungrySheep

```
constexpr int Sheep::maxTimeToGetHungrySheep {15} [static], [private]
```

Nilai dari maxTimeToGetHungry

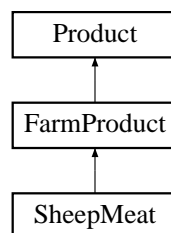
The documentation for this class was generated from the following file:

- **Sheep.h**

## 4.34 SheepMeat Class Reference

```
#include <SheepMeat.h>
```

Inheritance diagram for SheepMeat:



### Public Member Functions

- int **getPrice** () const
- **Category getCategory** () const

### Static Private Attributes

- static const int **price** {100000}
- static constexpr **Category category** { **SHEEPMEAT**}

#### 4.34.1 Member Function Documentation

## 4.34.1.1 getCategory()

```
Category SheepMeat::getCategory ( ) const [virtual]
```

Mengembalikan category dari produk

Implements **Product** (p. 66).

## 4.34.1.2 getPrice()

```
int SheepMeat::getPrice ( ) const [virtual]
```

getPrice mengembalikan harga yang didefinisikan

Implements **Product** (p. 66).

## 4.34.2 Member Data Documentation

## 4.34.2.1 category

```
constexpr Category SheepMeat::category { SHEEPMEAT} [static], [private]
```

Kategori dari **SheepMeat** (p. 68)

## 4.34.2.2 price

```
const int SheepMeat::price {100000} [static], [private]
```

Harga dari **SheepMeat** (p. 68)

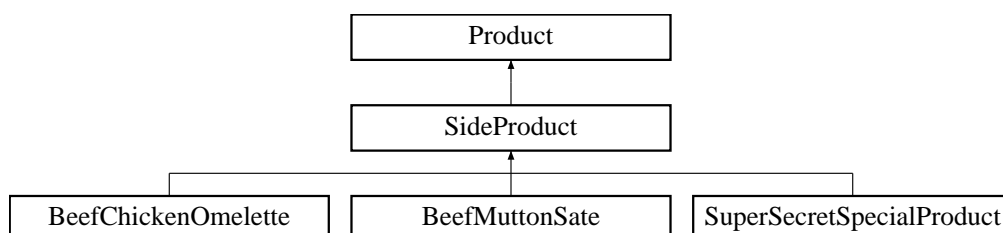
The documentation for this class was generated from the following file:

- **SheepMeat.h**

## 4.35 SideProduct Class Reference

```
#include <SideProduct.h>
```

Inheritance diagram for SideProduct:



## Additional Inherited Members

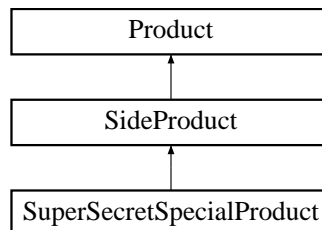
The documentation for this class was generated from the following file:

- **SideProduct.h**

## 4.36 SuperSecretSpecialProduct Class Reference

```
#include <SuperSecretSpecialProduct.h>
```

Inheritance diagram for SuperSecretSpecialProduct:



## Public Member Functions

- **SuperSecretSpecialProduct** ()
- int **getPrice** () const
- **Category** **getCategory** () const

## Static Public Member Functions

- static **LinkedList**< **Product** \* > & **getRecipe** ()

## Static Private Attributes

- static const int **price** {999999}
- static constexpr **Category** **category** { **SUPERSECRETSPECIALPRODUCT**}
- static const **LinkedList**< **Product** \* > **recipe**

### 4.36.1 Constructor & Destructor Documentation

#### 4.36.1.1 SuperSecretSpecialProduct()

```
SuperSecretSpecialProduct::SuperSecretSpecialProduct ( )
```

Constructor untuk inisialisasi recipe

## 4.36.2 Member Function Documentation

### 4.36.2.1 getCategory()

```
Category SuperSecretSpecialProduct::getCategory ( ) const [virtual]
```

Mengembalikan category dari produk

Implements **Product** (p. 66).

### 4.36.2.2 getPrice()

```
int SuperSecretSpecialProduct::getPrice ( ) const [virtual]
```

getPrice mengembalikan harga yang didefinisikan

Implements **Product** (p. 66).

### 4.36.2.3 getRecipe()

```
static LinkedList< Product*>& SuperSecretSpecialProduct::getRecipe ( ) [static]
```

Mengembalikan resep dari produk

## 4.36.3 Member Data Documentation

### 4.36.3.1 category

```
constexpr Category SuperSecretSpecialProduct::category { SUPERSECRETSPECIALPRODUCT } [static],  
[private]
```

Kategori dari **SuperSecretSpecialProduct** (p. 70)

### 4.36.3.2 price

```
const int SuperSecretSpecialProduct::price {999999} [static], [private]
```

Harga dari **SuperSecretSpecialProduct** (p. 70)

#### 4.36.3.3 recipe

```
const LinkedList< Product*> SuperSecretSpecialProduct::recipe [static], [private]
```

Resep **SuperSecretSpecialProduct** (p. 70). Terdiri dari **OstrichEgg** (p. 60) dan HorseMeat.

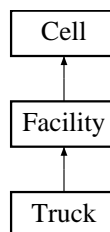
The documentation for this class was generated from the following file:

- **SuperSecretSpecialProduct.h**

## 4.37 Truck Class Reference

```
#include <Truck.h>
```

Inheritance diagram for Truck:



### Public Member Functions

- **Category** getCategory () const

### Static Private Attributes

- static constexpr **Category** category { TRUCK }

## 4.37.1 Member Function Documentation

### 4.37.1.1 getCategory()

```
Category Truck::getCategory ( ) const [virtual]
```

Return kategori dari objek ini

Implements **Cell** (p. 13).

## 4.37.2 Member Data Documentation

### 4.37.2.1 category

```
constexpr Category Truck::category { TRUCK} [static], [private]
```

Menandakan bahwa land bertipe **Truck** (p. 72)

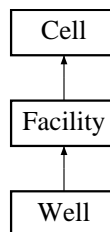
The documentation for this class was generated from the following file:

- **Truck.h**

## 4.38 Well Class Reference

```
#include <Well.h>
```

Inheritance diagram for Well:



### Public Member Functions

- **Category getCategory () const**

### Static Private Attributes

- static constexpr **Category category** { **WELL**}

## 4.38.1 Member Function Documentation

### 4.38.1.1 getCategory()

```
Category Well::getCategory ( ) const [virtual]
```

Return kategori dari objek ini

Implements **Cell** (p. 13).

## 4.38.2 Member Data Documentation

### 4.38.2.1 category

```
constexpr Category Well::category { WELL} [static], [private]
```

Menandakan bahwa land bertipe **Well** (p. 73)

The documentation for this class was generated from the following file:

- **Well.h**

## 4.39 World Class Reference

```
#include <World.h>
```

### Public Member Functions

- **World** ()
- **~World** ()
- void **Input** ()
- void **Update** ()
- void **Draw** ()

### Private Attributes

- **Player** pl
- **Cell** \*\*\* map
- int **nRowCell**
- int **nCollumnCell**
- **LinkedList**< **FarmAnimal** \* > animalList

## 4.39.1 Constructor & Destructor Documentation

### 4.39.1.1 World()

```
World::World ( )
```

Constructor **World** (p. 74). Memanggil ctor dan menginisialisasi semua atribut world; Pertama, map diinisialisasi sesuai dengan spesifikasi, saat penginisialisasian map, ctor untuk object riil dari cell seperti coop, barn, dan well dipanggil Kedua, ctor **Player** (p. 61) dipanggil dengan argumen **Point** (p. 64) lokasi awal player dan reference ke map yang sudah didefinisikan pada tahap pertama Terakhir, animalList diinisialisasi dengan beberapa **FarmAnimal** (p. 32) secara random



#### 4.39.1.2 ~World()

```
World::~~World ( )
```

Destructor **World** (p. 74). Dealokasi seluruh **Cell** (p. 12) dan **FarmAnimal** (p. 32), termasuk seluruh pointer yang berhubungan.

### 4.39.2 Member Function Documentation

#### 4.39.2.1 Draw()

```
void World::Draw ( )
```

Megambarkan representasi state program (**World** (p. 74)) seperti lokasi setiap objek, money, water, dan Inventory **Player** (p. 61), dsb ke layar.

#### 4.39.2.2 Input()

```
void World::Input ( )
```

Membaca input user dari stdin lalu melakukan aksi sesuai dengan spesifikasi, misal, input == MOVELEFT, maka akan dipanggil pl.move(LEFT). Bila input == INTERACT, maka akan dipanggil pl.interact(animalList), dsb.

#### 4.39.2.3 Update()

```
void World::Update ( )
```

Pada **World::Update()** (p. 75), setiap fungsi yang dipanggil secara berkala seperti **FarmAnimal::tick()** (p. 35) akan dipanggil.

### 4.39.3 Member Data Documentation

#### 4.39.3.1 animalList

```
LinkedList< FarmAnimal*> World::animalList [private]
```

**LinkedList** (p. 43) dari seluruh pointer ke **FarmAnimal** (p. 32) yang berada pada **World** (p. 74) 000

#### 4.39.3.2 map

```
Cell*** World::map [private]
```

Matriks dari pointer ke seluruh **Cell** (p. 12) pada **World** (p. 74)

#### 4.39.3.3 nColumnCell

```
int World::nColumnCell [private]
```

Nilai efektif kolom untuk Matriks **Cell** (p. 12)

#### 4.39.3.4 nRowCell

```
int World::nRowCell [private]
```

Nilai efektif baris untuk Matriks **Cell** (p. 12)

#### 4.39.3.5 pl

```
Player World::pl [private]
```

**Player** (p. 61) yang berada pada **World** (p. 74)

The documentation for this class was generated from the following file:

- **World.h**

## Chapter 5

# File Documentation

### 5.1 Barn.h File Reference

```
#include "Land.h"
```

#### Classes

- class **Barn**

### 5.2 BeefChickenOmelette.h File Reference

```
#include "../LinkedList.h"  
#include "SideProduct.h"
```

#### Classes

- class **BeefChickenOmelette**

### 5.3 BeefMuttonSate.h File Reference

```
#include "../LinkedList.h"  
#include "SideProduct.h"
```

#### Classes

- class **BeefMuttonSate**

## 5.4 Cell.h File Reference

### Classes

- class **Cell**

### Macros

- `#define` **Category** unsigned int
- `#define` **WELL** 17
- `#define` **MIXER** 18
- `#define` **TRUCK** 19
- `#define` **COOP** 20
- `#define` **GRASSLAND** 21
- `#define` **BARN** 22

### 5.4.1 Macro Definition Documentation

#### 5.4.1.1 BARN

```
#define BARN 22
```

#### 5.4.1.2 Category

```
#define Category unsigned int
```

#### 5.4.1.3 COOP

```
#define COOP 20
```

#### 5.4.1.4 GRASSLAND

```
#define GRASSLAND 21
```

#### 5.4.1.5 MIXER

```
#define MIXER 18
```

#### 5.4.1.6 TRUCK

```
#define TRUCK 19
```

#### 5.4.1.7 WELL

```
#define WELL 17
```

## 5.5 Chicken.h File Reference

```
#include "../Point.h"  
#include "../Cell/Cell.h"  
#include "EggProducer.h"  
#include "MeatProducer.h"  
#include <string>
```

### Classes

- class **Chicken**

## 5.6 ChickenEgg.h File Reference

```
#include "FarmProduct.h"
```

### Classes

- class **ChickenEgg**

## 5.7 ChickenMeat.h File Reference

```
#include "FarmProduct.h"
```

### Classes

- class **ChickenMeat**

## 5.8 Coop.h File Reference

```
#include "Land.h"
```

### Classes

- class **Coop**

## 5.9 Cow.h File Reference

```
#include "../Point.h"  
#include "../Cell/Cell.h"  
#include "MilkProducer.h"  
#include "MeatProducer.h"  
#include <string>
```

### Classes

- class **Cow**

## 5.10 CowMeat.h File Reference

```
#include "FarmProduct.h"
```

### Classes

- class **CowMeat**

## 5.11 CowMilk.h File Reference

```
#include "FarmProduct.h"
```

### Classes

- class **CowMilk**

## 5.12 Direction.h File Reference

### Macros

- `#define DIRECTION` unsigned int
- `#define LEFT` 0
- `#define RIGHT` 1
- `#define UP` 2
- `#define DOWN` 3

### 5.12.1 Macro Definition Documentation

#### 5.12.1.1 DIRECTION

```
#define DIRECTION unsigned int
```

#### 5.12.1.2 DOWN

```
#define DOWN 3
```

#### 5.12.1.3 LEFT

```
#define LEFT 0
```

#### 5.12.1.4 RIGHT

```
#define RIGHT 1
```

#### 5.12.1.5 UP

```
#define UP 2
```

## 5.13 Duck.h File Reference

```
#include "../Point.h"  
#include "../Cell/Cell.h"  
#include "MeatProducer.h"  
#include <string>
```

### Classes

- class **Duck**

## 5.14 DuckMeat.h File Reference

```
#include "FarmProduct.h"
```

### Classes

- class **DuckMeat**

### Macros

- #define **DUCK\_MEAT\_H**

### 5.14.1 Macro Definition Documentation

#### 5.14.1.1 DUCK\_MEAT\_H

```
#define DUCK_MEAT_H
```

## 5.15 EggProducer.h File Reference

```
#include "../Point.h"  
#include "../Cell/Cell.h"  
#include "FarmAnimal.h"
```

### Classes

- class **EggProducer**



## 5.16 Facility.h File Reference

```
#include "Cell.h"
```

### Classes

- class **Facility**

## 5.17 FarmAnimal.h File Reference

```
#include "../Point.h"  
#include "../Cell/Cell.h"  
#include "../LivingThing.h"  
#include "../Product/FarmProduct.h"  
#include <string>
```

### Classes

- class **FarmAnimal**

### Macros

- #define **Action** unsigned int
- #define **INTERACT** 4
- #define **KILL** 5

### 5.17.1 Macro Definition Documentation

#### 5.17.1.1 Action

```
#define Action unsigned int
```

Jenis aksi yang dapat dilakukan ke **FarmAnimal** (p. 32)

#### 5.17.1.2 INTERACT

```
#define INTERACT 4
```

#### 5.17.1.3 KILL

```
#define KILL 5
```

### 5.18 FarmProduct.h File Reference

```
#include "Product.h"
```

#### Classes

- class **FarmProduct**

### 5.19 GrassLand.h File Reference

```
#include "Land.h"
```

#### Classes

- class **GrassLand**

### 5.20 Horse.h File Reference

```
#include "../Point.h"  
#include "../Cell/Cell.h"  
#include "MilkProducer.h"  
#include <string>
```

#### Classes

- class **Horse**

### 5.21 HorseMilk.h File Reference

```
#include "FarmProduct.h"
```

#### Classes

- class **HorseMilk**

## 5.22 Land.h File Reference

```
#include "Cell.h"
```

### Classes

- class **Land**

## 5.23 LinkedList.h File Reference

```
#include <initializer_list>
```

### Classes

- class **LinkedListNode**< **T** >
- class **LinkedList**< **T** >
- class **LinkedListNode**< **T** >

## 5.24 LinkedListDriver.cpp File Reference

```
#include <bits/stdc++.h>
```

### Classes

- class **LinkedList**< **T** >
- class **LinkedListNode**< **T** >
- class **LinkedList**< **T** >

### Functions

- template<class **T** >  
ostream & **operator**<< (ostream &os, **LinkedList**< **T** > l)
- int **main** ()

### 5.24.1 Function Documentation

#### 5.24.1.1 `main()`

```
int main ( )
```

#### 5.24.1.2 `operator<<()`

```
template<class T >
ostream& operator<< (
    ostream & os,
    LinkedList< T > l )
```

### 5.25 `LivingThing.h` File Reference

```
#include "Point.h"
#include "Cell.h"
#include "Direction.h"
```

#### Classes

- class **LivingThing**

### 5.26 `MeatProducer.h` File Reference

```
#include "../Point.h"
#include "../Cell/Cell.h"
#include "FarmAnimal.h"
```

#### Classes

- class **MeatProducer**

### 5.27 `MilkProducer.h` File Reference

```
#include "../Point.h"
#include "../Cell/Cell.h"
#include "FarmAnimal.h"
```

#### Classes

- class **MilkProducer**

## 5.28 Mixer.h File Reference

```
#include "Facility.h"
```

### Classes

- class **Mixer**

## 5.29 Ostrich.h File Reference

```
#include "../Point.h"  
#include "../Cell/Cell.h"  
#include "EggProducer.h"  
#include <string>
```

### Classes

- class **Ostrich**

## 5.30 OstrichEgg.h File Reference

```
#include "FarmProduct.h"
```

### Classes

- class **OstrichEgg**

## 5.31 Player.h File Reference

```
#include "LivingThing.h"  
#include "LinkedList.h"  
#include "FarmAnimal.h"  
#include "Cell/Cell.h"  
#include "Product/BeefChickenOmelette.h"  
#include "Product/BeefMuttonSate.h"  
#include "Product/SuperSecretSpecialProduct.h"  
#include "Point.h"
```

### Classes

- class **Player**

## 5.32 Point.h File Reference

### Classes

- struct **Point**

## 5.33 PointDriver.cpp File Reference

```
#include "Point.h"  
#include <bits/stdc++.h>
```

### Functions

- int **main** ()

### 5.33.1 Function Documentation

#### 5.33.1.1 main()

```
int main ( )
```

## 5.34 Product.h File Reference

### Classes

- class **Product**

### Macros

- #define **Category** unsigned int
- #define **CHICKENEGG** 6
- #define **CHICKENMEAT** 7
- #define **BEEFCHICKENOMELETTE** 8
- #define **BEEFMUTONSATE** 9
- #define **COWMILK** 10
- #define **COWMEAT** 11
- #define **DUCKMEAT** 12
- #define **HORSEMILK** 13
- #define **OSTRICHEGG** 14
- #define **SHEEPMET** 15
- #define **SUPERSECRETSPECIALPRODUCT** 16

## 5.34.1 Macro Definition Documentation

### 5.34.1.1 BEEFCHICKENOMELETTE

```
#define BEEFCHICKENOMELETTE 8
```

### 5.34.1.2 BEEFMUTONSATE

```
#define BEEFMUTONSATE 9
```

### 5.34.1.3 Category

```
#define Category unsigned int
```

### 5.34.1.4 CHICKENEGG

```
#define CHICKENEGG 6
```

### 5.34.1.5 CHICKENMEAT

```
#define CHICKENMEAT 7
```

### 5.34.1.6 COWMEAT

```
#define COWMEAT 11
```

### 5.34.1.7 COWMILK

```
#define COWMILK 10
```

#### 5.34.1.8 DUCKMEAT

```
#define DUCKMEAT 12
```

#### 5.34.1.9 HORSEMILK

```
#define HORSEMILK 13
```

#### 5.34.1.10 OSTRICHEGG

```
#define OSTRICHEGG 14
```

#### 5.34.1.11 SHEEPMEAT

```
#define SHEEPMEAT 15
```

#### 5.34.1.12 SUPERSECRETSPECIALPRODUCT

```
#define SUPERSECRETSPECIALPRODUCT 16
```

### 5.35 Sheep.h File Reference

```
#include "../Point.h"  
#include "../Cell/Cell.h"  
#include "MeatProducer.h"  
#include <string>
```

#### Classes

- class **Sheep**

### 5.36 SheepMeat.h File Reference

```
#include "FarmProduct.h"
```



## Classes

- class **SheepMeat**

## 5.37 SideProduct.h File Reference

```
#include "Product.h"
```

## Classes

- class **SideProduct**

## 5.38 SuperSecretSpecialProduct.h File Reference

```
#include "../LinkedList.h"  
#include "SideProduct.h"
```

## Classes

- class **SuperSecretSpecialProduct**

## 5.39 Truck.h File Reference

```
#include "Facility.h"
```

## Classes

- class **Truck**

## 5.40 Well.h File Reference

```
#include "Facility.h"
```

## Classes

- class **Well**

## 5.41 World.h File Reference

```
#include "Player.h"  
#include "LinkedList.h"  
#include "Cell/Cell.h"  
#include "FarmAnimal/FarmAnimal.h"
```

### Classes

- class **World**

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